GREAT SEDIMENT SETTLEMENT RACE – STUDENT WORKSHEET

## NAME: \_\_\_\_\_ DATE: \_\_\_\_ Question 1) Name local environments that can carry sediment particles. Question 2) Name local processes that can physically break down rocks and minerals. **Question 3) Define the following terms:** Sediment Soil Humus Velocity Sedimentation \_\_\_\_\_ Transportation Erosion **Turbidity**

## **GREAT SEDIMENT SETTLEMENT RACE EXPERIMENT REPORTING**

Step 1:	Record particle sizes to include their name and measurement in millimeters. Make 4 measurements for each grain size and then average them in the spac provided below. Use your sediment chart to determine what your particle is called based on its measured size. You may need to use your magnifying gl see the grains.					
		Sediment 1	Sediment 2	Sediment 3	Sediment 4	
				_		
Avonaga Siga			_			
Average Size						
Sediment Typ	pe		_	_		
Step 2: Step 3:		d your ending	time (when all	particles have s	ur beginning time settled to the botto	
		Sediment 1	Sediment 2	Sediment 3	Sediment 4	
Name			_	_		
Average Size						
Beginning Ti	me		_	_		
<b>Ending Time</b>						
Did you stir y	our wa	iter <i>after</i> the s	sediment settle	d? Circle Yes	or No	
	YES		NO			
What did you	observ	ve?				

Now think, what processes might cause stirring in the estuary?					
Did you stir your water w	hile pouring in your sediment? Circle Yes or No				
YES	NO				
What did you observe? _					
Now think, what sedimen	t sizes might constantly be suspended in the estuary?				
	m diagram, what would be the velocity range of the wat sizes we've studied today?	ater (how			
Sediment Type	Velocity				
Why do you think it take	more energy to move pebbles?				
What would happen to m	uddy water that was in water with zero velocity?				

## **Sediment Size Chart**

Name of Particle	Size Range	<b>Loose Sediment Type</b>
Boulder	>256 mm	Gravel
Cobble	64 - 256 mm	Gravel
Pebble	2 - 64 mm	Gravel
Sand	1/16 - 2mm	Sand
Silt	1/256 - 1/16 mm	Silt
Clay	<1/256 mm	Clay, mud

## Hjulstrom Diagram for Water Velocity and Sediment Size

